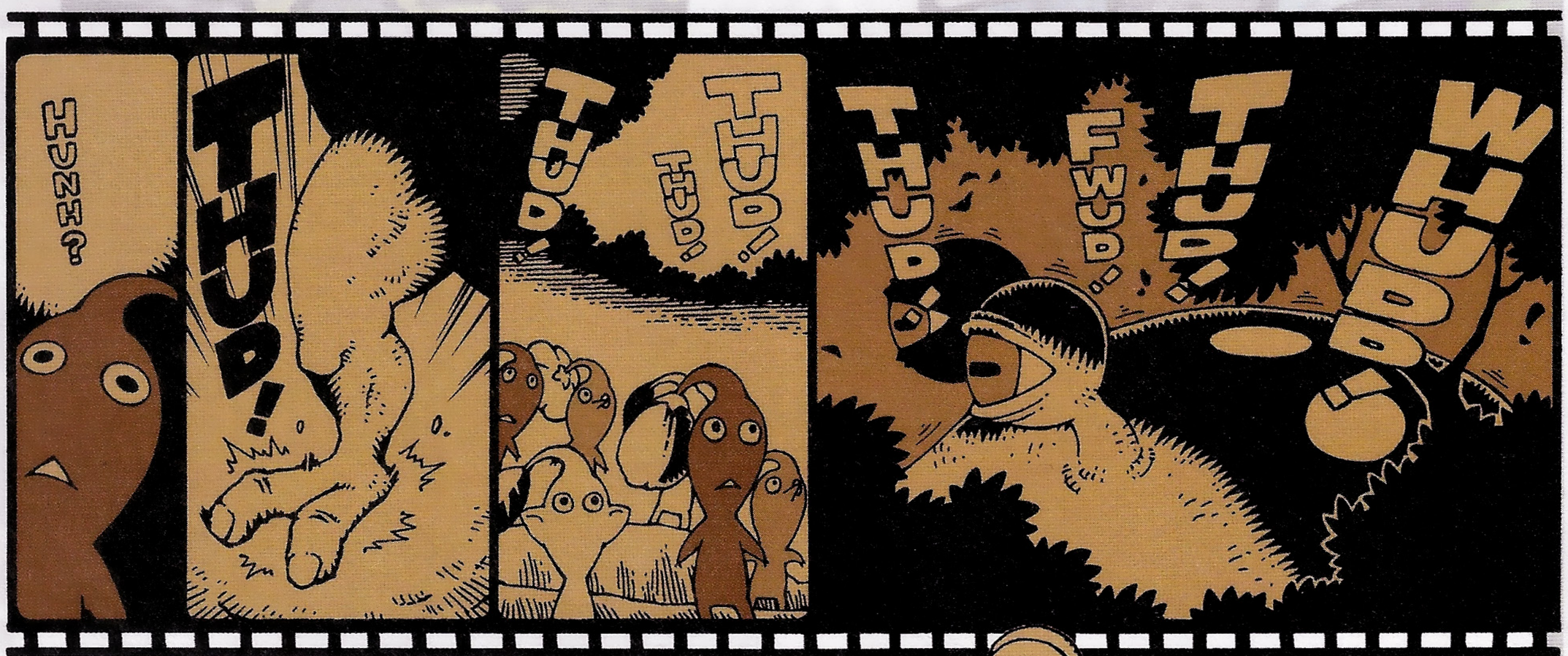
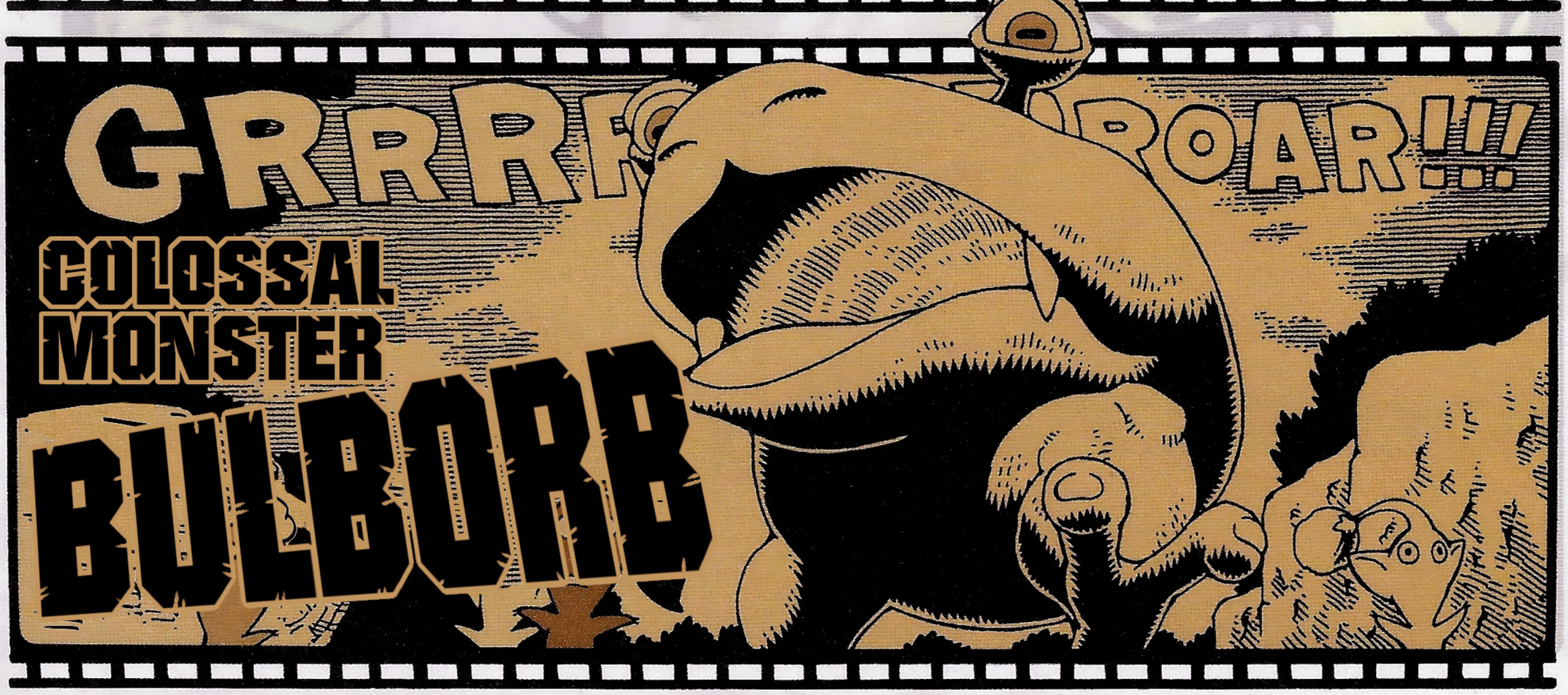
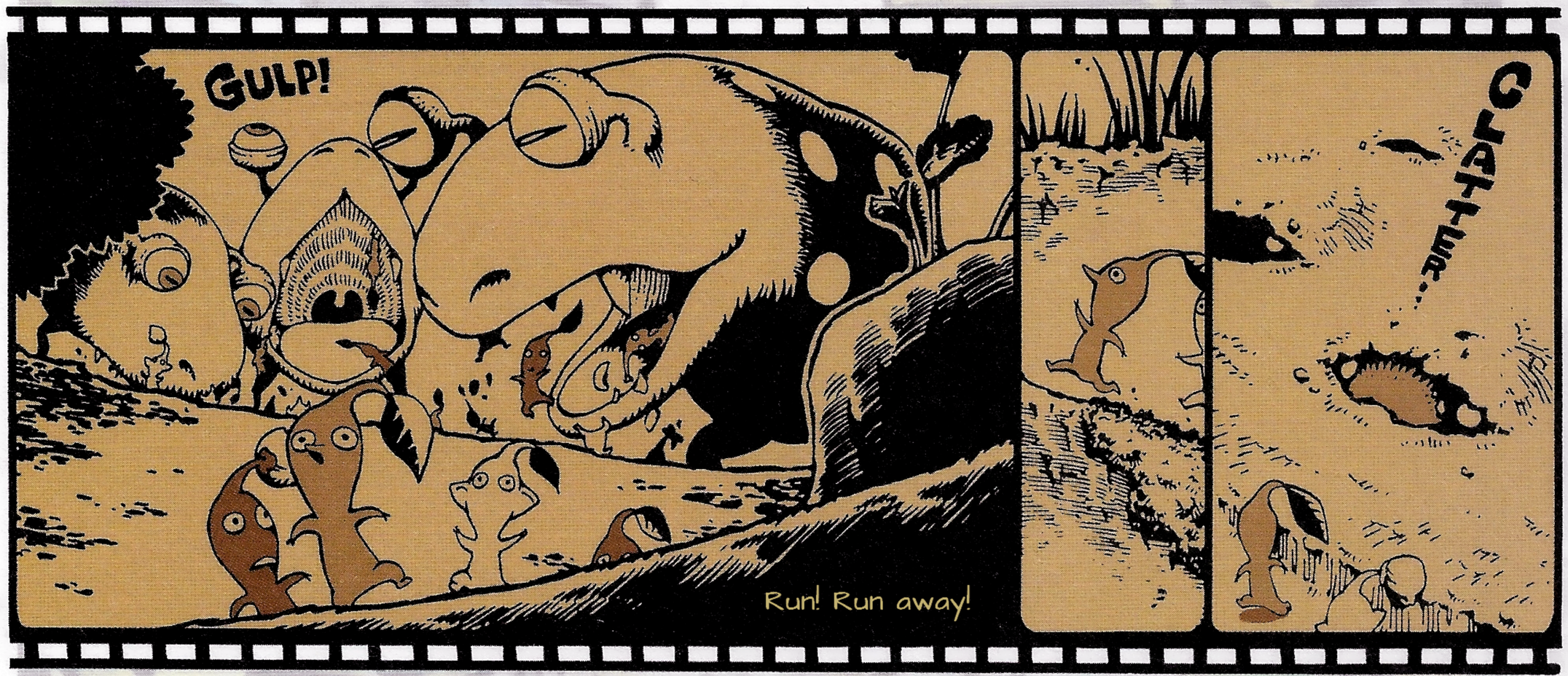
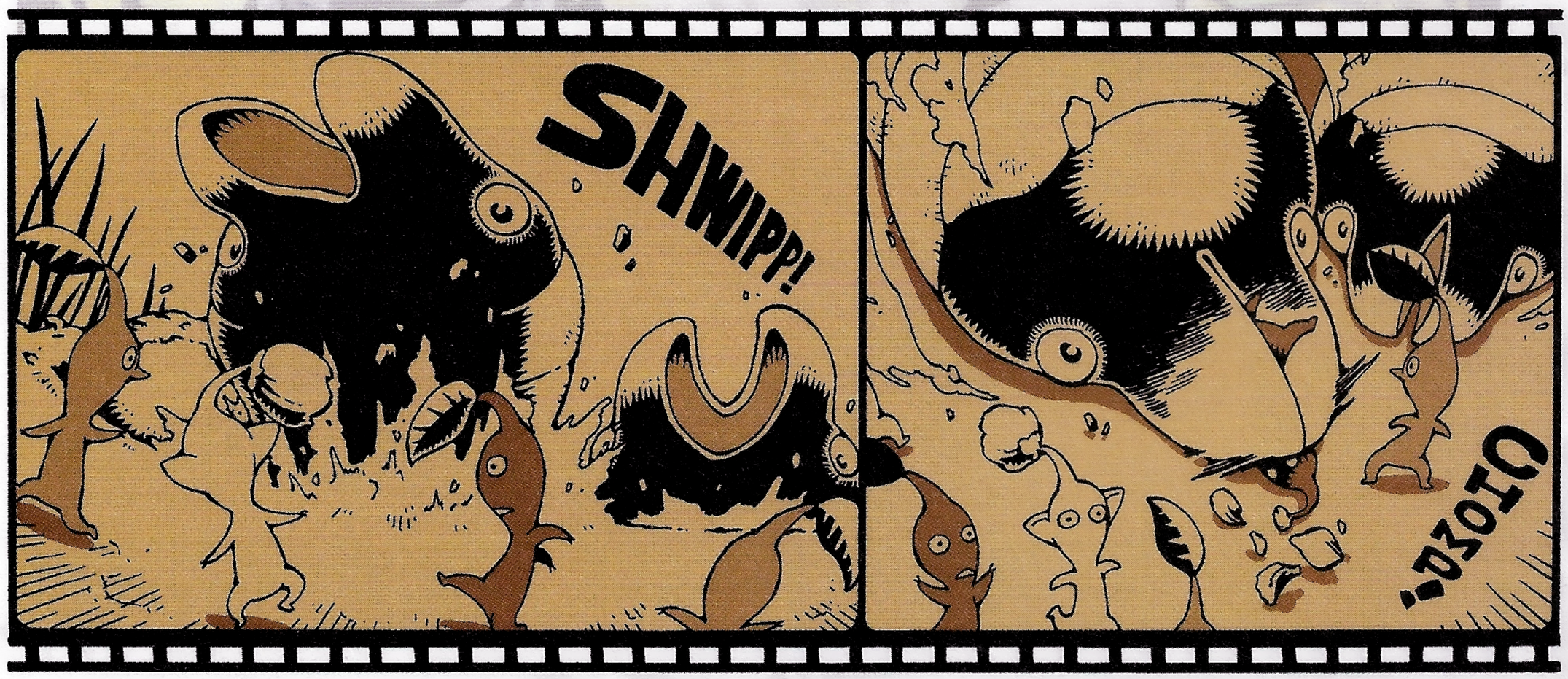


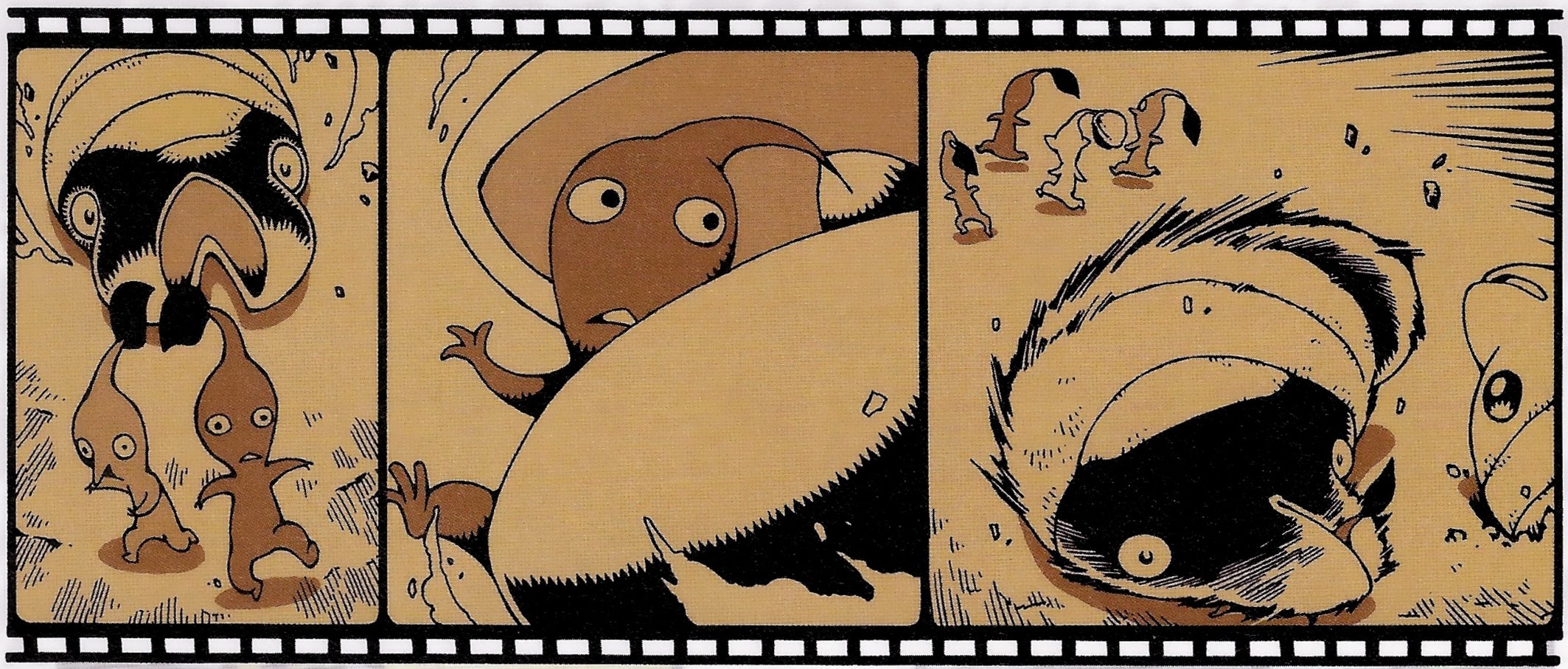


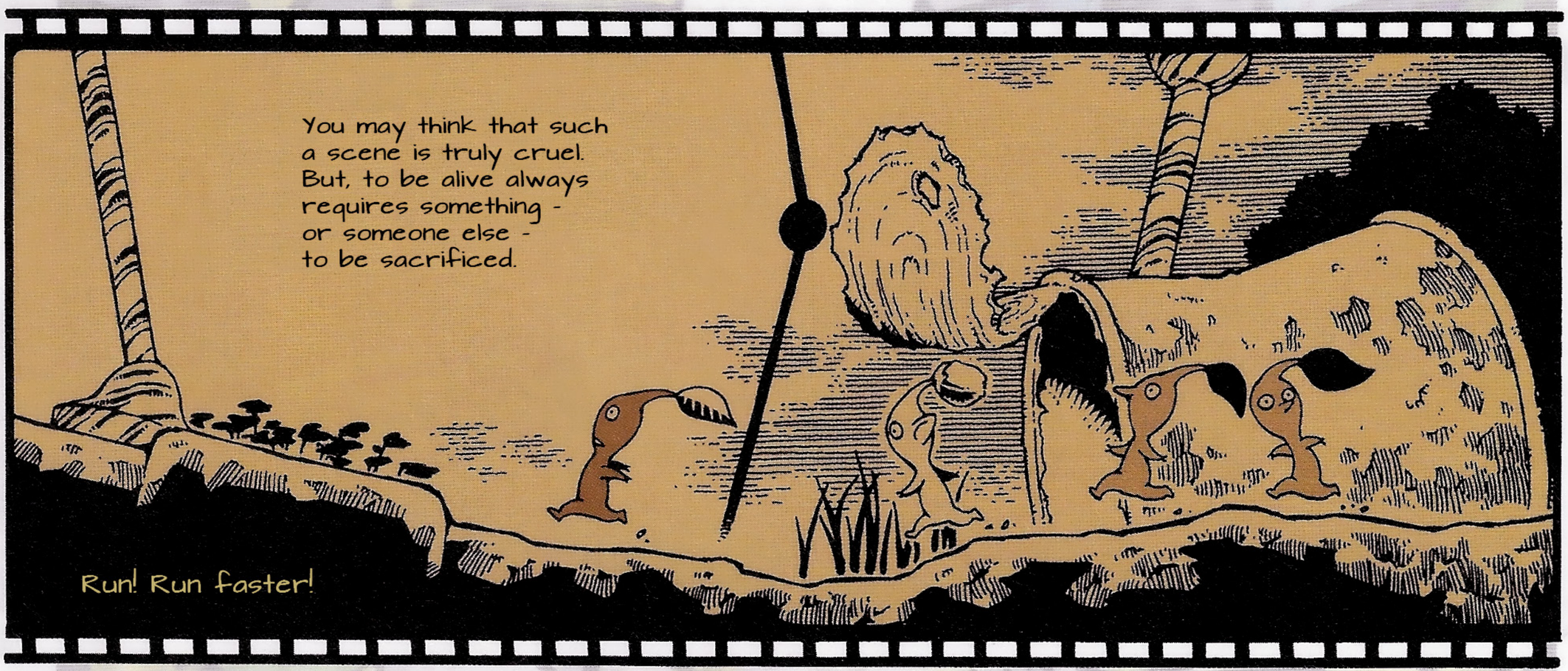
The long awaited "BOWSER MOVIE" is finally here. And it seems like the first in the series is all about Pikmin.

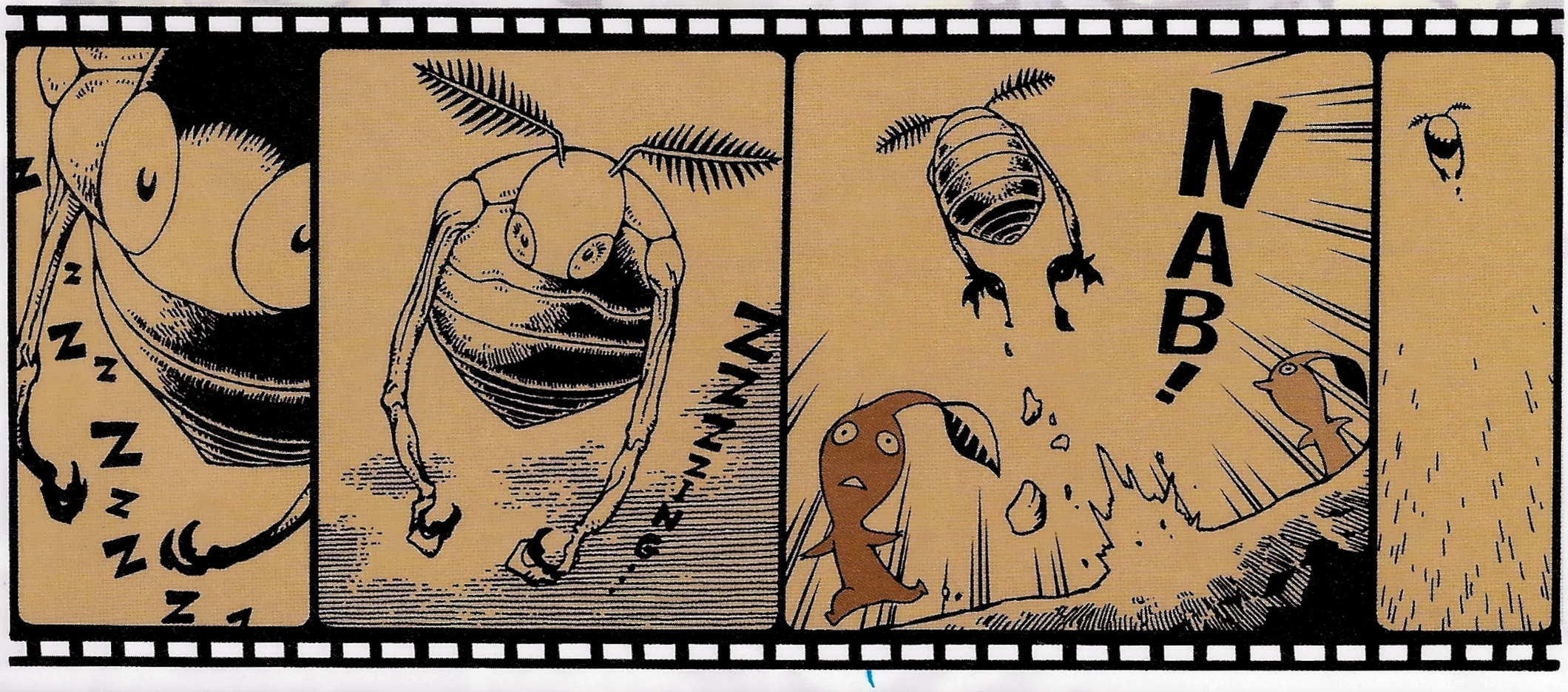




The Pikmin commercials gained quite a lot of popularity - more interest than actual people playing the game, I bet.

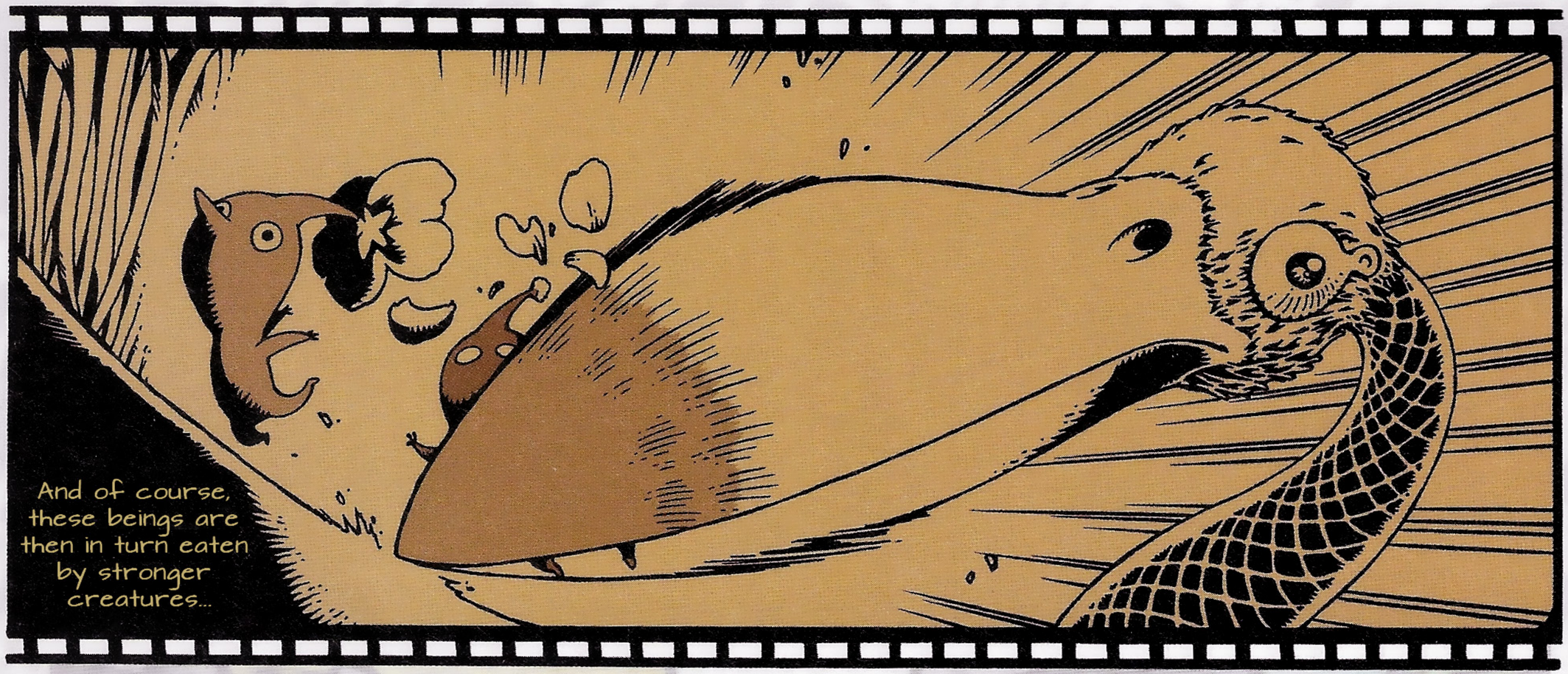


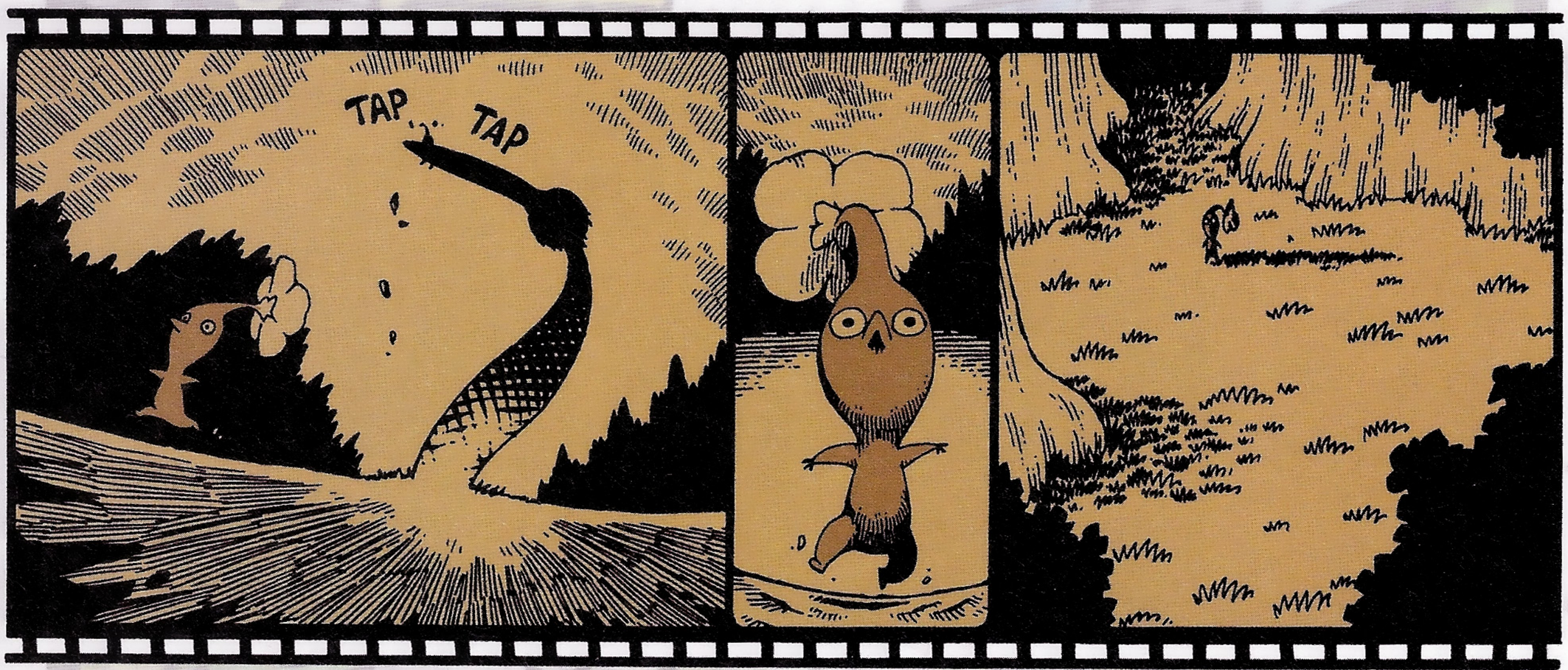


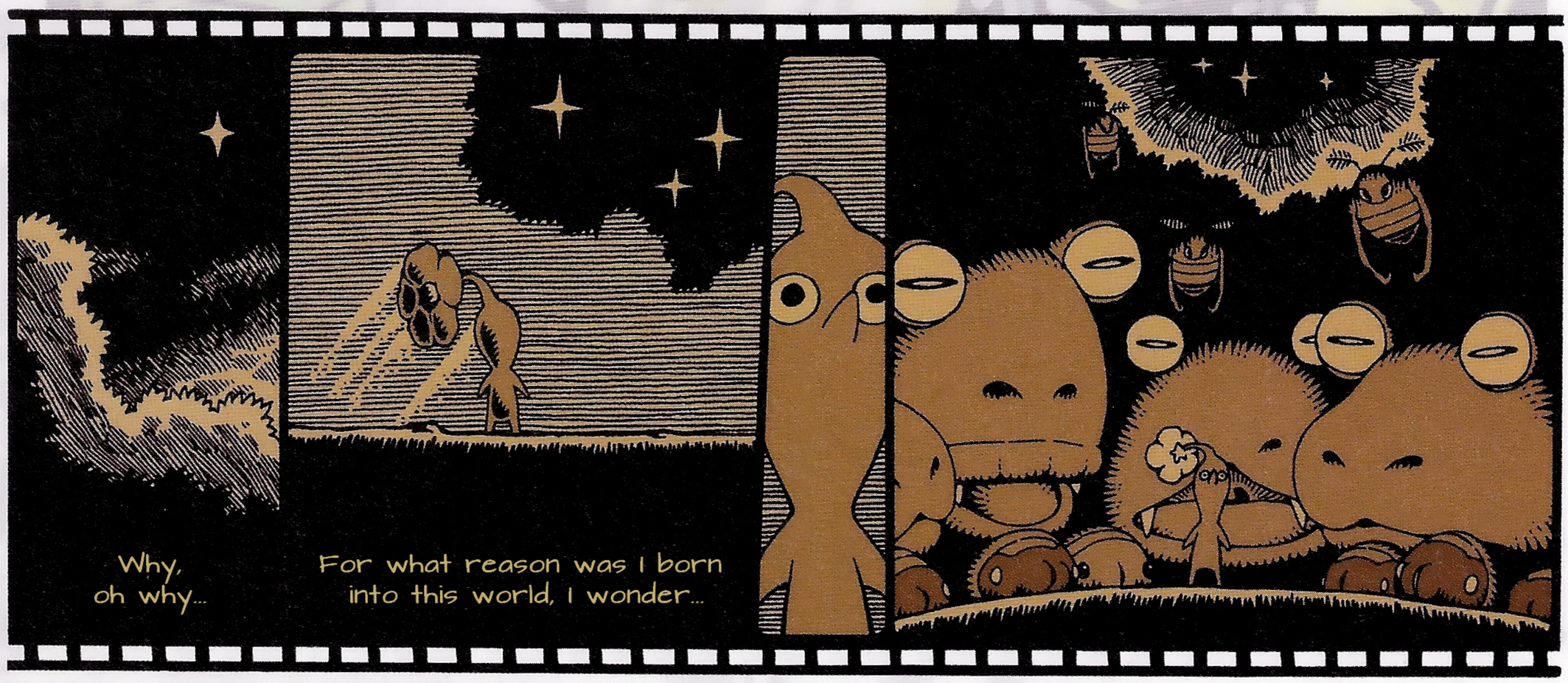


The world of Pikmin actually delves into quite gritty themes, huh? But playing a game where you can see creatures living out their lives right before your very eyes, it feels kinda incredible.

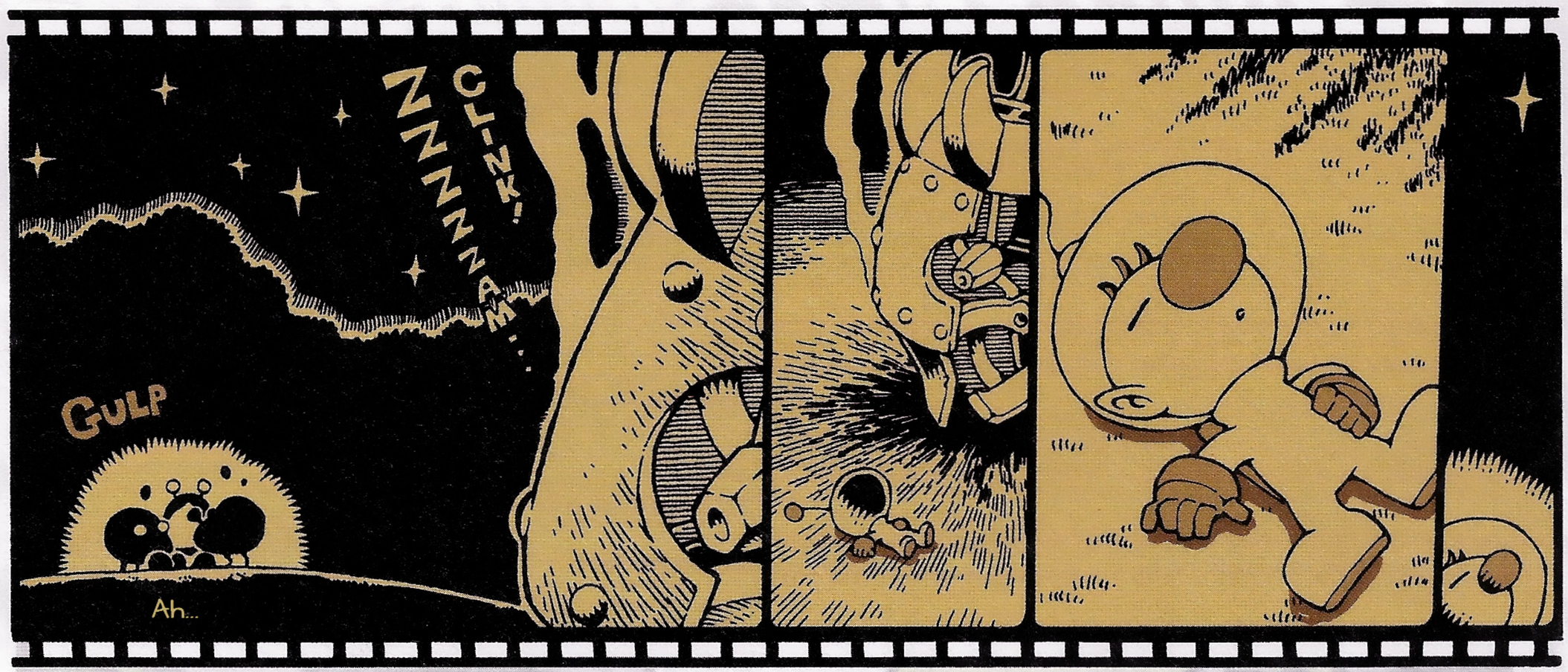
It's just too bad that the in-game time limit doesn't allow for us to closely observe how these creatures behave and act.
The most fun part is right after the start, where there's no time limit.

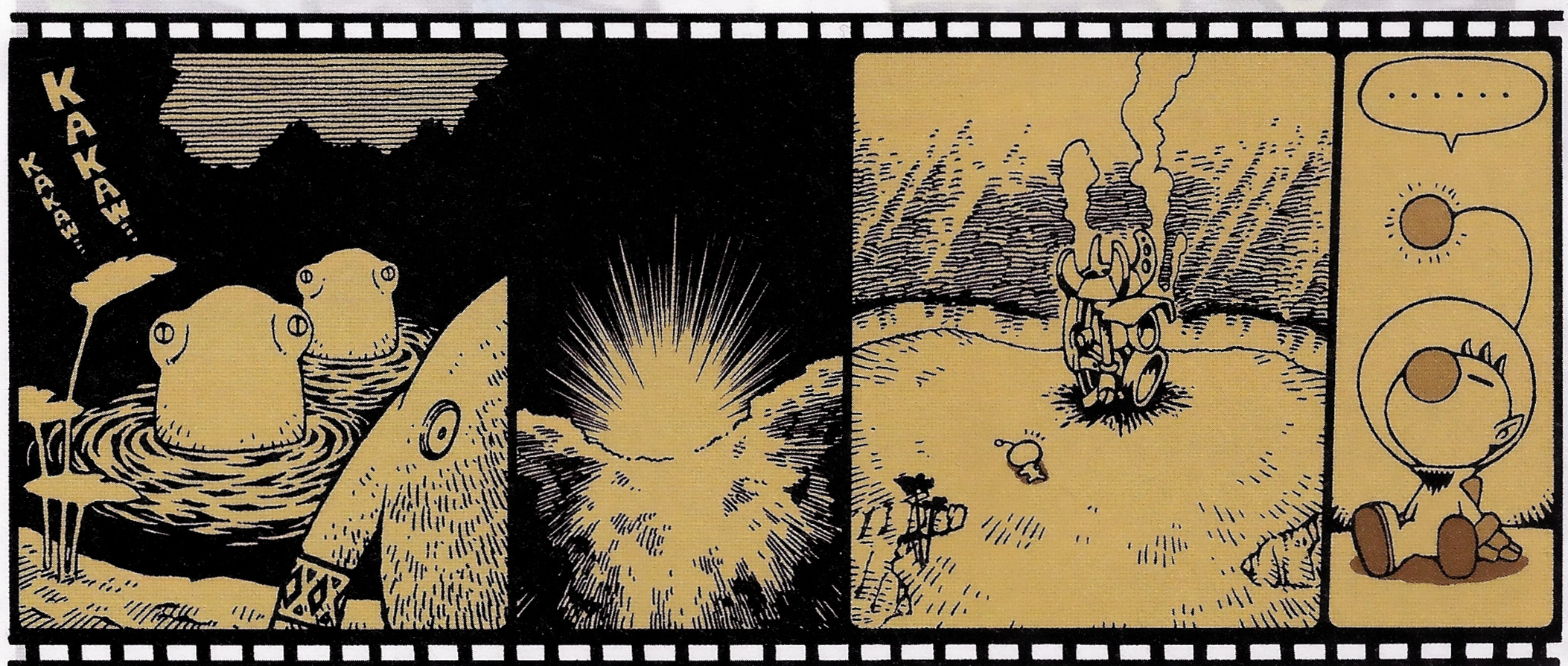


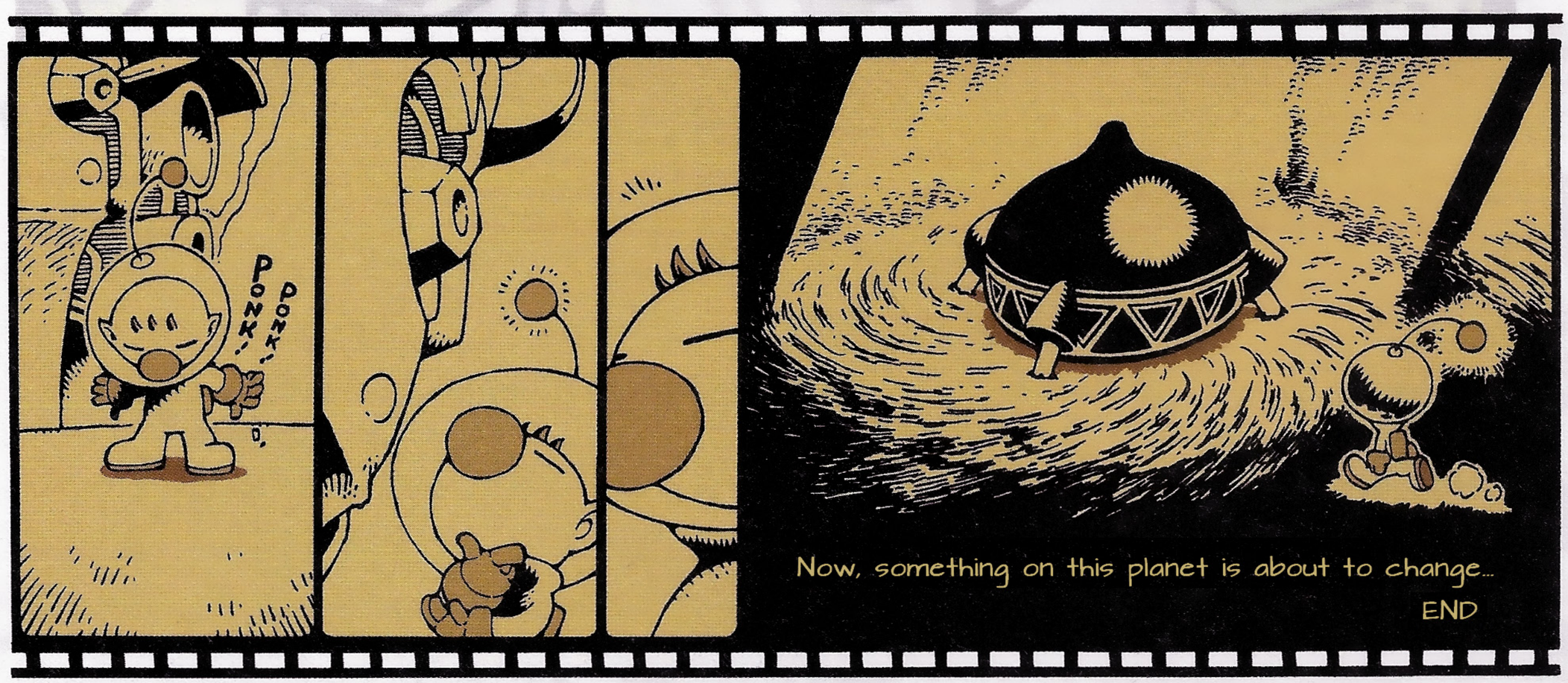




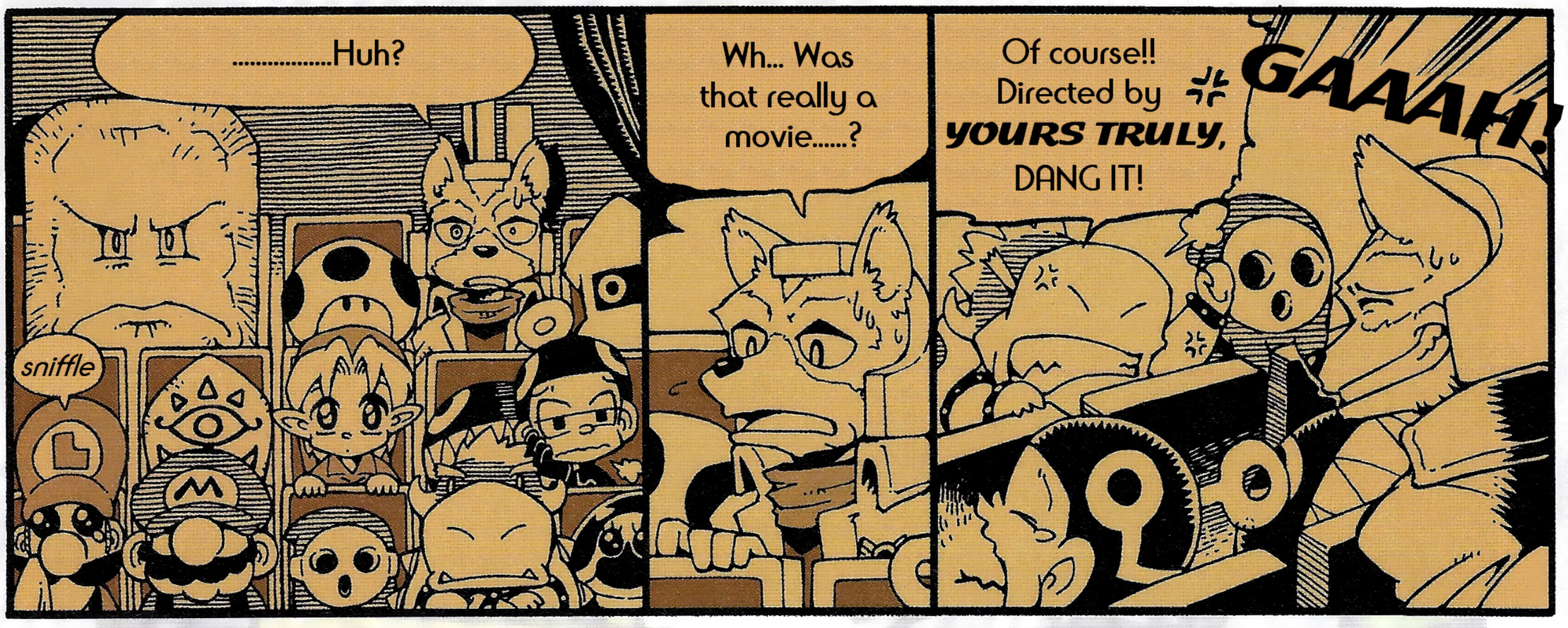
For the next game, I'd love to be able to indulge myself in this world they've made at a more leisurely pace. Really wanted to take the Pikmin out on a little chill march, you know?

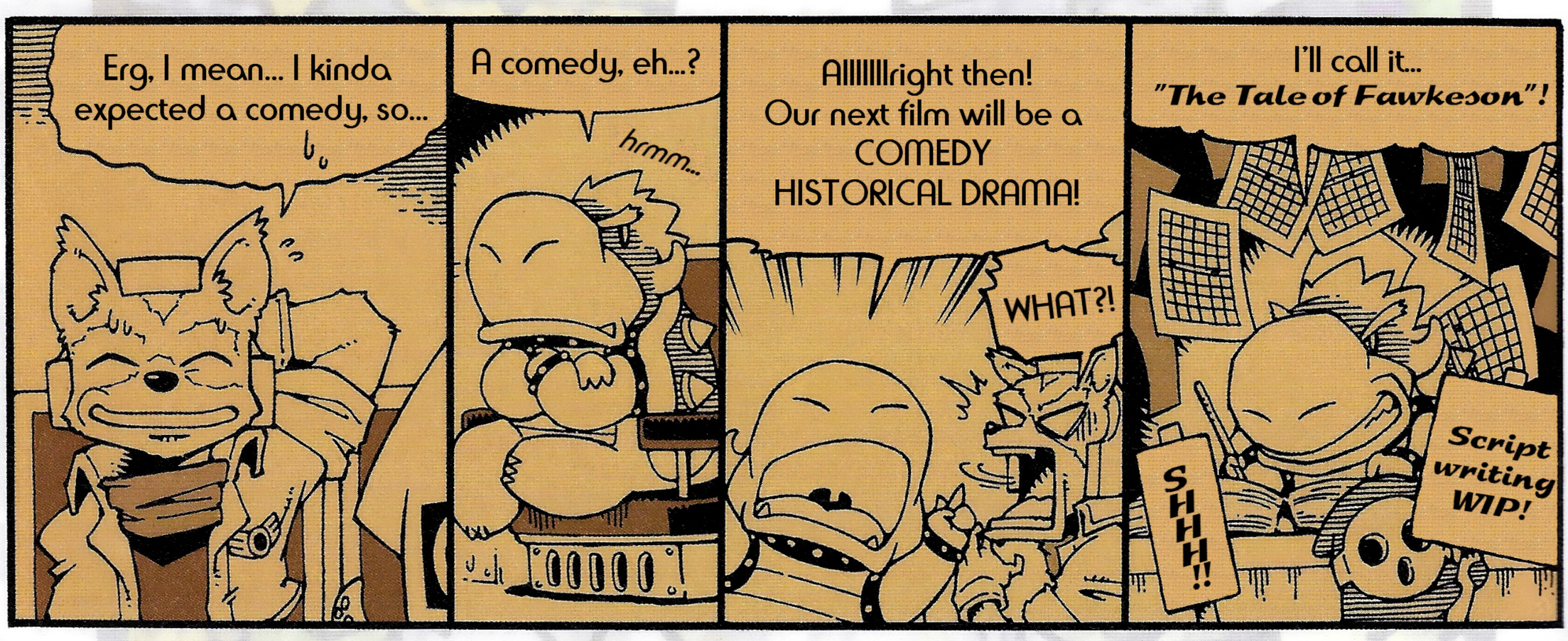


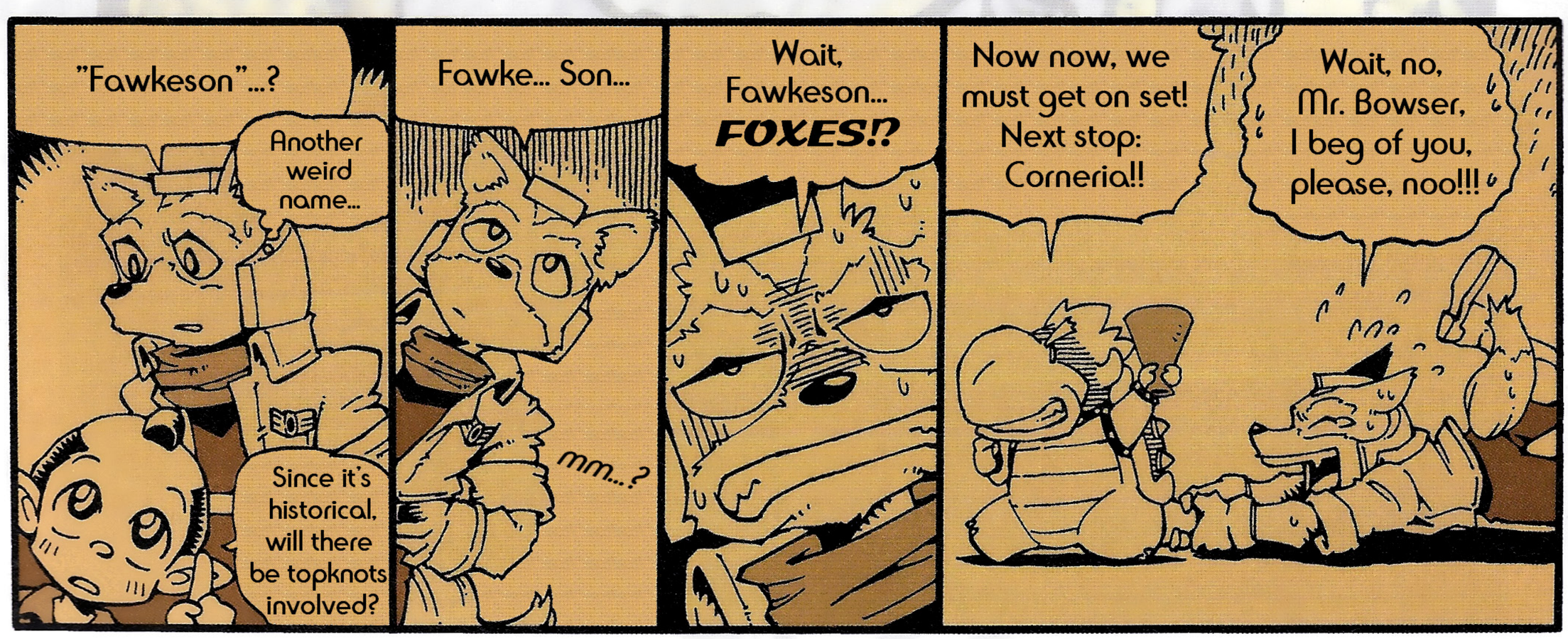




By the way, if you still haven't played Pikmin, please take this chance to try it out. Y'know, so that we'll actually get another instalment... LOL!







As for the next issue, I'm not sure what we'll be putting up just yet. Maybe something on "Lost Kingdoms 2"? Or maybe not, dunno.